

## Lesson Plans that Work Get To Know You Activities

### *Name and Question*

Age: Any Age

Have everyone go around and say their name and answer one of these questions.

1. If you had a time machine that would work only once, what point in the future or in history would you visit?
2. If you could go anywhere in the world, where would you go?
3. If your house was burning down, what three objects would you try to save?
4. If you could talk to any one person now living, who would it be and why?
5. If you were an animal, what would you be and why?
6. What's your favorite thing to do in the summer?
7. Who's your favorite cartoon character, and why?
8. Does your name have a special meaning and or were you named after someone special?
9. What is the hardest thing you have ever done?
10. What are three things you are grateful for in your life?
11. What is the first thing that comes to mind when you think about God?
12. If you could ask Christ to change one problem in the world today, what would it be?

### *Beach Ball Toss*

Age: 7 and up

Supplies: Beach ball marked up with questions or things to do. You can write questions on masking tape and put the tape on the ball or write directly on the ball. Use permanent marker.

Gather everyone in a circle. Toss the ball to someone and say his or her name. When the person catches it, he or she looks at their thumbs have landed and do or answer whatever is there.

Examples of things to put on the ball:

- What is your favorite color?
- Hop up and down
- Quack like a duck
- If you could go anywhere in the world, where would you go?
- What is your favorite vacation?
- Sing a song
- Run or skip around the circle

## ***Continuum***

Age: 4 and up

Supplies: none

Create an imaginary line from one end of the room to the other. Instruct people to move to a point on the line to indicate where they stand on a particular issue. For example - move to the left hand side of the room if you like **chocolate**, the right hand side if you like **strawberry**. If people don't have a strong opinion they stand in the middle.

- Sleep in or Get up Early?
- Big party or intimate dinner?
- Would you rather go to the football or a concert
- Sweet or Salty
- Do homework or do the dishes
- Facebook or Twitter
- Summer or Winter
- Surf or Skate
- Would rather have no fingers or no toes?
- Be taller or shorter?
- You smell bad and only you can smell it or you smell bad and only others can smell it
- Socks or no socks?
- Summer or winter?
- Would you rather swim with sharks or lay on the ground with snakes?
- Fly or swim

## ***Describe Yourself***

Age: Elementary and up

Supplies: Paper and markers

Give each person a sheet of plain paper and the same colored felt marker or pen. Ask each person to write a symbol or a word or a phrase that would describe an aspect of their lives right now. For example, say you spend huge chunks of time behind the wheel of a car driving children here and there. You might choose to draw a steering wheel or a car.

When everyone has completed their symbol, place the papers, face down, on a table, shuffle them and then ask one person to select one sheet. Together, try to figure out the symbol and the person who created it. Agree before you start that if you have been identified you will own it.

## ***Find Your Partner***

Age: First Grade and Up (you need to know how to read or have helpers)

Supplies: Pieces of paper onto which you have written well-known partners, Safety pins

Write up your pieces of paper well in advance, choosing well-known partners that will be recognized by the children. When you are making them, be sure to leave them in pairs so when the children come, you make sure you give them out in pairs (so they can find each other later.)

When people have arrived, pin a name to their backs. At your signal, everyone mingles, asking questions about themselves which can only be answered by "yes" or "no".

"Am I alive?"

"Am I a movie star?"

"Am I girl?"

"Do I have long hair?"

"Am I on TV?"

"Do I live in America?"

"Am I in a Book?"

Once they have guessed who they are, they can go around the room and find their partner. Once they have found their partner, they cannot tell them who they are, but they can help them figure it out. Younger kids may need an adult to give a clue or two to help them.

Examples of Pairs:

- Mickey Mouse and Minnie Mouse
- Batman and Robin
- Charlie Brown and Snoopy
- Marge Simpson and Homer Simpson
- Luke Skywalker and Darth Vader
- Barbie and Ken
- Road Runner and Willie Coyote
- Harry Potter and Ginny Weasley
- Calvin and Hobbes
- Hans Solo and Princess Leia

Option: You can also do this with a theme such as Christmas or Biblical Characters.

- Mary and Joseph
- Adam and Eve
- David and Goliath
- Peter and Paul
- Martha and Mary
- Cain and Able
- Abraham and Sarah
- Moses and Aaron
- Naomi and Ruth
- Rachael and Leah

## ***Favorite Things***

Age: 5 and up

Supplies: Copies of the "Favorite Things" Template below, pens, pencils, markers

Invite the children, youth or adults to color or write in each square to tell us a little bit about their favorite things. They can put more than one thing in each square if they would like.

<b>My Favorite Things</b>	<b>Name:</b>
Toy	Food
Person	Animal

## ***Guess my name***

Age: Any

Supplies: None

Ask each person to think up an animal whose first letter of its name matches your own. (Ashley thinks up Anteater; Karen: kangaroo.) Then they go around the room "introducing" each other: "Hi, I'm the Anteater." (etc.) Then each person tries to figure out what each person's real name is from this clue.

You can also do this game with fruits and vegetables, Biblical Characters (probably only older children, youth, and adults could tackle this), saints names, etc.

### ***I Like To...***

Age: 5 and up  
Supplies: none

Invite the group to sit in a circle. Tell them that they each need to think of something that they like to do. After a few moments (so they have time to come up with something) choose someone to start by saying their name and what they like to do. (My name is Sue and I like to run.) The person to their right will then repeat what the first person said and add what they like to do, (Sue likes to run. My name is Marshall and I like to read.)

This continues around the circle until it comes to the last person who says what everyone likes to do. Other members of the group can prompt by miming the activity if anyone is stuck.

Options: you can change up the theme by inviting people to think up different things, such as, favorite food, a place you want to go to, favorite thing to do at school, etc.

### ***M&M Game***

Age: 6 and up  
Supplies: M&M's (or other simple objects you can give out like pretzels, goldfish, skittles, etc.)

When each person arrives give them a small cup with 5-10 M&M's in it. Tell them not to eat them yet. Gather them in a circle and tell the participants that they will have an opportunity to eat what is in the cup, but only if they tell one thing about themselves for each item in the cup. After sharing one thing, he/she may eat one of their M&Ms. You can go around the circle, or let people offer their sharing when they are ready.

### ***This is a what?***

Age: Elementary School and up  
Supplies: Two or more small, unbreakable objects (balls, small boxes, glue sticks, etc.)

Have the participants stand in a circle. Give one of the objects to a person. Tell them that they are to give the object to the person next to them and say: "This is a dog." The person receiving the object says: "A what?" and they respond: "A dog." and hands the object to the second person. That person then gives the object to the person on the other side of them, repeating what was said. Just when they have the rhythm, then give the second object to another person and say: "This is a cat." The person needs to respond: "A what?" and you repeat: "A cat." (Feel free to name the objects anything else: an apple and an orange, an orangutan and a hippopotamus.)

### ***Two Truths and a Lie***

Ages: elementary and up  
Supplies: paper and pencils or pens

Give everyone scrap paper and a pen or pencil with which to write. Instruct them that they are to come up with two truths and one lie about themselves. For example "My name is Kate. I have been bungee jumping, I am naturally a blonde and I have eaten octopus before." Then the other players try to figure out which statement is a lie and in doing so we learn a lot of crazy fun things about each other. Before saying their two truths and a lie, make sure they say their name as a way of getting to know one another. If you have a large group, you may want to split them into smaller groups so the sharing and guessing don't take too long.